

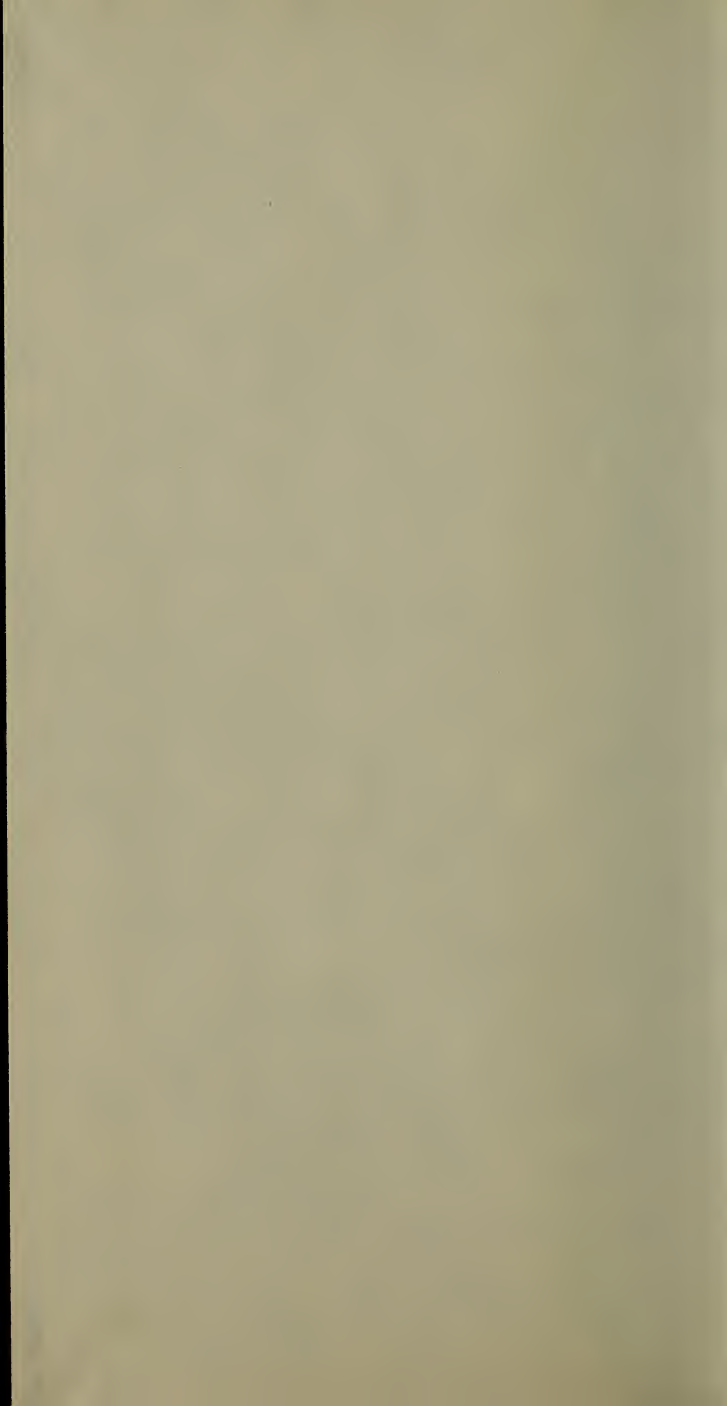
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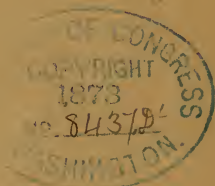
CHEVY ALRIE

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West & Lee

Chivalrie.

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WEST & LEE, *9 Ave. N. E.*

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CHIVALRIE.



INTRODUCTION.

IN presenting to the public this elegant amusement, it is not with the slightest desire to detract from the well deserved success of the popular, healthful and interesting game of Croquet, but to present a new and far more beautiful game — Croquet came as an outdoor sport for ladies, misses, and even little children, for rich and poor, strong and weak, and as it was readily learned and attractive to all, it has won for itself a wide reputation, and upon its introduction to American Society, an almost universal welcome. While men and boys have at all times had abundant opportunity for outdoor recreation, ladies have mostly been restricted to the less exhilarating pastimes of indoor life, or if they ventured out their participation was generally the unsatisfactory one of lookers on. To the ladies, then, came Croquet as an outdoor sport in which all might engage.

We shall endeavor in this, our Manual, to make Chivalrie clear to every understanding, that none may fail to become proficient in a mode of amusement which cannot fail to be a source of health and happiness. Believing that a game combining all the healthful exercise of Croquet, with a new and much more attractive method of playing, still remaining simple and easily learned, will be at once received into favor, without further introduction we present “*Chivalrie*.”

WEST & LEE,

WORCESTER, MASS.

TECHNICAL TERMS DEFINED.

Attacking: Playing at the ball of an enemy.

Accoste: To strike one's own ball when in contact with another either to assist a companion or worry the opposing forces.

Bastiles: The fortresses occupying the upper right and left of the field; and distinguished by Banner with Black ground.

Benet: A ball that has failed in first stroke in passing Porte.

Castels: Those having numbered copartments placed at upper end and on two sides of the field, the centre points being directly opposite to and upon line with centre point of Throne, and named respectively Castel Droit, or Right Castle; Castel Haute, or Upper Castle; Castel Gauche, or Left Castle.

Copartments: The numbered half circle apertures in Throne and Castels.

Counting: Numbered dials with pointers accompany the Counting Stand.

Double En Thronement: To pass beneath Porte, or Garde to Throne, or from Castel to Throne by one direct stroke and thus form a Double Score.

Double En Castlement: To pass beneath Porte or Garde to Castel, or from Throne to Castel by one Direct Stroke.

Direct Stroke: Passing by one stroke of the mal-

let, beneath Porte or Garde, or from Castel to Throne or *vice versa*, and securing position.

Double Score: To count twice the original value of the copartment in which the ball finds position.

Dead Ball: One that has taken an Out Stroke.

En Thronement: A ball taking position in any copartment of Throne, entitled to score the number of such copartment entered.

En Castlement: A ball taking position in any copartment of any Castle and entitled to such score.

En Sortie: The position in which the balls are first placed. The starting point.

En Bastile: A ball holding position in any one of the Bastiles.

Flinch: When a ball with which a player is about to Accoste slips from beneath the foot.

Field: The space that would be enclosed were boundary lines run parallel with, and back of Sortie and Castles.

Garde: The Arch and Portcullis occupying position between the upper Castle and Throne.

In Position: A ball resting before Porte, Garde, or any copartment of Throne or Castle.

Kings: Those players who having passed the routine of the field and Encastled for the last time become by virtue of supremacy Kings.

Knights.

Ladies or Maids of Honor: Those chosen by the Knights as companion players, to assist them, and designated by color of band upon ball.

Match: A certain number of games or points to be played for.

Out Stroke: The stroke by which a player is put out in being driven through Porte after becoming king.

Out of Position: A ball so situated in the field that it can neither En Throne, En Castle, or pass Garde or Porte.

Porte: The Arch and Portcullis placed directly opposite and between Sortie and Throne.

Perdue: A ball struck beyond the boundaries of the Field.

Queens: Those Ladies or Maids of Honor who having passed the routine of the field and Encastled for the last time become by virtue of supremacy Queens.

Sortie: An Heraldic Shield, a diamond at its upper centre, showing where the ball is to be placed for the first stroke.

Throne: Piece having eight copartments. Its position being in direct centre of Field.

Tournament: The best of three matches.

IMPLEMENTS.

THESE consist of 4 or 6 balls, an equal number of Mallets, Throne, three Castles, Sortie, Porte, Garde and two Bastiles. Great attention is paid to the material, size, shape and proportion of these, all (excepting mallet and balls) being of metal, the whole light and pleasing in appearance. When it is considered how much real enjoyment and health-

ful exercise can be derived from a collection of such simple articles, and that in many instances they protect from evil influences, by keeping the members in the household ranks, we can but look for a general adoption of this elegant amusement.

BALLS.

Are turned in an exact spherical form, corresponding to those used in Croquet, but classed however in a different order as follows :

- | | | |
|-----------|------------|-------------|
| 1. Black. | 3. Blue. | 5. Gold. |
| 2. Brown. | 4. Purple. | 6. Scarlet. |

It is also customary to paint some portion of the mallet to correspond with them, and it is a very great advantage, as it assists the memory to connect them with their respective balls.

MALLET.

The material of which the head is made is the same as that of the balls, their weight being in exact proportion to those with which they are to be used, so that they will yield freely to the blow given by the player.

The handle is straight grained, well seasoned lancewood, about three feet in length, is turned smooth, and nicely polished.

SORTIE.

An Heraldic Shield placed at lower end of field giving position to the balls in opening the game.

PORTE AND GARDE.

The position of Porte is directly in front of Sortie, about half way between Sortie and Throne.

The position of Garde is half way between upper castle and throne.

THRONE.

The piece occupying place in centre of field with numbered copartments to receive the balls. The copartment numbered eight, should be on a direct line with centre point in Sortie.

CASTELS.

There are three, known respectively as Castel Droit or Right Castle, Castel Haut or Upper Castle, Castel Gauche or Left Castle, and occupy those respective positions, each with its centre point so placed with reference to throne that a line drawn from the centre point of upper castle passes directly through the centre of upper copartment of throne, the centre and lower copartment of same and be on a direct line with centre point in Sortie. The right and left castles should also be as accurately placed.

BASTILES.

There are two of these having but a single apartment, of the same material as throne and are placed directly opposite, a little outside of a line drawn directly from centre of right and left castle to centre of upper castle and on each side of Garde, with the opening in each directed toward the point of throne to the right and left respectively of centre copartment in it.

CASE.

To keep the implements in nice order, a case in which to place them is necessary, and always accompanies the game.

GENERAL DIRECTIONS FOR PLAYING.

THE game can be played by two four or six persons. Four however, make a better game, and if there are but two, one of great skill can be played. In the absence of a regularly chosen umpire, the leaders will act as such, and have a general supervision; their decision being final in all disputed cases. The Knights are first chosen, who then proceed to select their companion Maids of Honor. If the players are not evenly matched, points may be given either to individual players, or the whole side. The choice of color, balls, &c., is not arbitrary. The Knight who from position *En Sortie*, drives his ball the nearest to *Enthronement* at eight, selects his companion Maid of Honor first, and also has precedence in playing.

HOW TO HOLD THE MALLET.

So much has been said upon this point in manuals upon Croquet, we deem it unnecessary to add more, as each player will be governed by their individual peculiarities.

HOW TO STAND.

The requisites of a correct position, are a firm footing, the body in an easy position for striking, a good sight of the line of projection. The position of the body determines in a great measure the success of a player.

WHAT IT IS TO BE BENET?

When a player fails in his attempt to pass his ball

through *Porte*, the ball becomes *Benet*, and is placed near *Sortie* to wait the player's next turn.

HOW TO STRIKE.

Having a satisfactory poise, the next thing is to deliver the stroke, but first you must determine where to strike your ball. To drive a ball in the direction of a line parallel with that from the toe of your right foot, to the toe of the left, the mallet must strike fairly upon the centre of the ball, or on a line passing through the mallet head and centre of the ball. Having this rightly understood, swing back the mallet with an easy action of the wrist—moving the arm as little as compatible with freedom, and let fall upon the ball at the point indicated. The mallet should be allowed to fall by its own weight, rather than by any muscularly imparted impetus, as that has a tendency to impair the steadiness of the stroke. A very common cause of failure, is the twisting of the mallet head to one side just as the stroke is given, the remedy is: Hold the mallet tight. Let the wrist play as loose as you like, but the hand must keep a firm grip of the mallet, a loose grasp is not only a fertile source of erratic play, but fatal to accurate striking.

ACCOSTE.

This is very simple, exactly as the *Croquet* is given in that game. The player has only to acquire the not difficult art of hitting the ball, and the ball only, and all is learned that is necessary, and is done as follows: When a ball has hit another ball, that is, *Accosted* it, the player lays his own ball against the other so that it touches it, the player then places his foot on his

own ball, and strikes with the mallet. The effect of this will be to drive the other ball in any direction the player may choose, which of course will be governed by whether the ball thus Accosted belongs to a player on his own side or on that of the opposing force. A friend can thus by an Accoste send a partner through either Porte or Garde, into a copartment, or drive an enemy who has obtained a good position, exactly in the opposite direction to that in which he wishes to travel, or force such ball into a Bastile. In order however to make this effective, great care must be taken in which way the ball is driven. Many thoughtless players think nothing of driving a foe close to a friend, or in the hope of assisting their side, send a friend into the immediate neighborhood of a foe, thus improving the position of the adverse side and damaging that of their own. The difference a few thoughtful players make to a side is wonderful. Whilst others hit their balls about without ever thinking that at his next turn a foe will probably Accoste them. the careful players anticipating the positions of the other balls, place themselves in a position from which when their next turn comes they can either go past Porte or Garde, or Accoste the ball of a more careless player.

WHAT IS IT TO BE KING?

When a player has gone the rounds and Encastled twice in the left Castle, (in regular routine of the game,) he may either pass Porte and retire, or not do so and be a King with the privilege of traveling over the ground to assist players on his own side, or damage the prospects of those on the other. Thus it

will be seen that a good King is of the greatest service to the side, and that the sooner he is placed *hors de combat*, the better for the other side. The players on the other side should therefore do all they can to make such a ball pass Porte by Accosting it if possible, as the best player being dead and unable to render farther assistance, the game often goes against that side.

FIELD OR GROUND.

ANY piece of grass land of moderate size will answer the purpose, but the nature of a game requiring so much accuracy of aim, will suggest that the more smooth, and level the ground, the better adapted it is to the purpose. In shape, it should be oblong, as many feet in length, and in width, as possible. The boundaries of the field are always determined by a line running parallel to, and about two feet back of Castles and Sortie.

ARRANGEMENT OF SORTIE, PORTE, THRONE, CASTLES, GARDE AND BASTILES.

(See diagram.)

FIRST place the Throne in centre of field.

Now with a line passing through figures one and eight, place Sortie and upper Castle at the farthest limit your ground will admit of. In the same manner place right and left Castles, by a line passing through figures seven and two of Throne, one Cas-

tle to right and one to left of Throne. Divide the distance between Throne and Sortie, and place Porte with its centre directly on the line you have before drawn. In the same manner place Garde, between upper Castle and Throne, observing the same proportion of distance.

The centre opening in all Castles must open upon one directly opposite in Throne. The centre point in Sortie when placed, should point directly to centre of section numbered 8 in Throne. The Castles can be placed at any desired curve, but section numbered 5 will open directly upon section numbered 7. Sections numbered 1 and 2 of Throne and the other two sections in Castles, *i. e.*, 3, 3, can be placed at a greater or less curve. They are set in the same manner as the Throne.

The Bastiles are single copartments and are placed one at each upper corner of field half way between the Castles, but a little outside of a direct line drawn from right to upper Castle and from left to upper Castle.

THE GAME COMMENCES.

THE Black or Brown Knight, as the case may be, endeavors by striking his ball with mallet, to drive it under the arch Porte, and reach the centre point of Throne, which succeeding in doing by a direct stroke would entitle him to a double score of eight, *i. e.* sixteen; with a mallet length, he then strives to En Castle at the right, succeeding in which, he

doubles the score of place of Encastlement, and with another mallet length endeavors to again Enthroner, succeeding in which, by direct stroke, he scores double the value of copartment entered, and with a mallet length, strives again for Castle, when if an Encastlement should be made, another double score, and a mallet length in direction of Garde to upper Castle, thence to Throne, thence to left Castle and return to Throne, again to left Castle, when he becomes King and can either Enthroner putting himself out of the game, or strive to harrass the enemy, or assist his party. As soon however as he should miss passing Porte, Enthroning, Encastling or going through Garde, either playing up the field or on return, his play is over until it becomes his turn again. Thus if he sends his ball through Porte, and it rests between it and Throne, he is entitled to another stroke by passing Porte, but should he Enthroner at that stroke, only the value of the copartment of Throne entered could be scored; should he not Enthroner, the opposing Knight then plays, and when it is the turn of the first again to play, he is not privileged to Enthroner, till he shall have first Encastled. If however, he does not pass Porte, he is then Benet and must replace his ball En Sortie, and wait till all the others have played, before he is allowed to try again. The opposite Knight playing, and the others in their respective orders, blue, gold, scarlet and purple.

To sum up briefly, the game consists of the greatest number of points that can be gained in passing from Sortie to right Castle, (if no Enthronement is

made by two strokes from Sortie,) thence to Throne, return to right Castle, thence to upper Castle, return through Garde to Throne, thence to left Castle, thence to Throne, and returning to left Castle become King. It will thus be seen that it is of importance to make the score great as possible, by selecting those copartments of highest count, and by as many direct strokes as possible. The player who reaches the upper Castle first has advantage for a time, as in returning he will meet the other players, and be enabled to Accoste and considerably impede their progress. The one making or having the greatest score at last Enthronement of last player, wins the game, or a certain number of points may be played for, without reference to the field.

NOTE—One great advantage over other games of this character.

RULES AND REGULATIONS.

THE FIRST PLAYERS.

1. Two of the party are chosen as Knights. These two make a trial of skill in driving their balls from Sortie to centre copartment of Throne. The one whose ball is driven nearest it, has first choice of Companion Maid of Honor, and commences the game and plays until his ball misses passing Porte, Enthroning or Encastleing, when the leader of the other side takes his turn.

ORDER OF SUCCEEDING PLAYERS.

2. The players on each side are to play alternately

according to their order of rank, and in which they are chosen—Black, Brown, Blue, Gold, Purple and Scarlet—and in which they play unchanged during the game.

3. A player continues to play until he fails in an attempt to pass Porte, Encastle, Enthroned or pass Garde. Or when Encastled or Enthroned, he voluntarily relinquishes his play, preferring to remain *out* of danger in his place of Enthronement or Encastlement.

FIRST POSITION OF BALL—EN SORTIE.

4. On commencing, the players must place their ball En Sortie, in their order of succession.

STRIKING THE BALL.

5. The first stroke must be to pass the ball beneath Porte.

6. The ball must be struck with one of the faces of the mallet head, never with its side.

7. The ball must be fairly struck and never pushed. A ball is considered as fairly struck when the sound of the stroke is heard, and pushed, when the ball is propelled without the mallet being drawn back.

8. If a ball be struck otherwise than with the face of the mallet, if it be pushed or if in striking at his own ball a player hits another, it is a foul stroke, and the player loses his turn, and any balls disturbed shall be replaced or suffered to remain at the option of the other side.

9. A player may play in any attitude, and use his mallet with his hands in any way he pleases, provided the ball is struck with the face of the mallet.

10. If in making a strike a ball is driven beyond

the limits of the field, it may be taken up and placed at the point where it crossed the boundary line.

11. When the ball is by accident driven from its resting place, it is to be returned to the spot from which it was started.

12. In lieu of aiming at Throne, Castle, Porte, Garde or Bastile, or at another ball, a player may strike his ball towards any part of the ground he pleases.

PORTE AND GARDE.

13. The balls must pass through these in their regular order. If a ball passes Porte or Garde, and Enthroned or Encastled, such Enthronement or Encastlement is of no account, and he has no privilege above a regular miss. If however, he should in his blunder enter a Bastile, the rules governing that are the same as if forcibly put in by an enemy.

14. If a player with one stroke drives his ball beneath Porte or Garde, he continues his course as stated in rule 3. and should he at this stroke make the passage and an Enthronement or Encastlement, would be entitled to double the score of copartment entered.

15. If a ball is struck through Porte or Garde by a blow from another ball, or is by friend or foe Accosted beneath either, it is considered the same as if its own player had made the stroke.

16. Any player at first stroke missing Porte, becomes Benet, takes his ball up, and when it is his turn again to play, places it En Sortie as at first.

17. If by direct stroke a ball passes beneath Porte and Enthroned, its player scores double the value of place of Enthronement, but if one stroke is given to

pass Porte, and another to Enthroned, only the plain value of the copartment is allowed.

18. If in two strokes from Sortie, the player does not Enthroned, he must go to the right Castle, before permitted to again strive for Throne.

19. A ball has fairly passed Porte or Garde, when it passes within and beyond it to any extent, so that if a mallet handle is laid across the outside of both points of arch, the ball will not touch the handle.

20. When a ball enters any copartment of Throne, Castle or Bastile, with such force as to strike the back plate of such copartment and returns into the field it shall be considered the same as though it had retained its position in such copartment.

N. B.—This rule holds good in all cases unless laid aside by especial agreement at the opening of the game.

21. A ball is considered Enthroned when more than half its diameter is within the outer points of the copartment.

22. A direct stroke from Sortie or Castles to an Enthronement, scores double the value of copartment entered.

THE THRONE.

23. A ball, upon its play, securing position in any copartment of Throne is equivalent in its privileges of playing, same as passage beneath Porte or Garde; *i. e.* entitled to another play, and whatever score it makes by Enthronement.

24. A mallet length is always taken from Throne, the end of the mallet-handle being placed against the opening of the section from whence the ball is taken.

25. As soon as a player by his own stroke or that of an adversary passes Porte after he has Encastled

for the last time in left Castle, such ball is dead and must be removed from the field.

26. As long as it remains in its copartment a ball Enthroned is safe from an outside attack, and the player having such ball deeming it inexpedient to venture out because of the proximity of his opponent may remain and pass his stroke, in which case, however, he does not have another stroke until his turn shall have again come.

27. A player having passed Porte plays to Throne or to Right Castle as he may elect, but if after passing P he plays for the Throne and misses he has no right to again play to the Throne until he shall have Encastled or Accosted an opposing ball.

28. A ball Accosted by an opponent and entering any copartment of Throne, scores same as if the player had made the score himself, and, upon its turn to play, takes a mallet length as usual in Enthronement.

29. A player Accosting a ball and then on next stroke Enthroning, scores double, but is deprived on leaving his position, of at next stroke Accosting the same ball.

CASTLES.

30. A mallet length from any copartment entered is always given.

31. A direct stroke from Castle to Throne or *vice versa* scores double.

32. A ball Encastled has same privileges as Enthroned. All rules applying to the Throne governing the Castles.

33. The order of playing the Field is from Sortie to Right Castle, if no Enthronement is made. Right Castle to Throne and return to Right Castle, thence beneath Garde to Upper Castle return beneath Garde to Throne, thence to Left Castle, thence to Throne, thence to Left Castle when the ball becomes a King or Queen, the last Encastlement making it such.

34. All copartments of Castles are numbered 3, 5, 3, five being the centre copartment.

BASTILES.

35. A ball either forced into a Bastile by an enemy or inadvertently finding position there, gives a score of five to the opposing force for liberation. *Or*, if the side to which the ball thus imprisoned belongs can force a ball of the opposing side into the other Bastile, an exchange of prisoners can be made, or if a Maid of Honor should be so imprisoned and a Knight of same side can force an entrance into the same Bastile both balls are liberated, and such Knight has an additional play. Same rule applies when a Knight is imprisoned,—the Maid of Honor liberating the captive Knight.

KINGS AND QUEENS.

36. A ball becomes a King or Queen when it has passed around the field in the regular order of the game and has Encastled twice in the Left Castle.

37. When a King or Queen passes *Porte* either by its own play or being accosted it is dead.

38. A King has liberty to accoste consecutively all the balls during any one of his turns to play, but must not accoste the same ball twice in one turn.

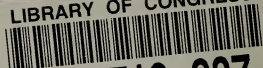




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